

The Efficacy of Video Games and Films in Promoting the Development of Morals in Society



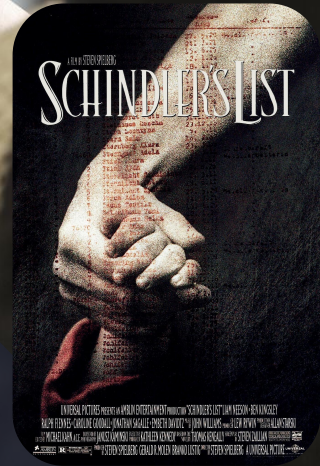
Vs.



Tyler Afana
Faculty Mentor: Vincent DeLuca
Department of Film Studies,
Department of Psychology

Films and Video Games Evoke Emotions

- Films already known to evoke emotions
 - Ex: *The Imitation Game*, *Schindler's List*
- Video Games gaining more recognition and legitimacy for evoking emotions
 - Ex: *Red Dead Redemption 2*, *Rime*



(Minassian, 2018) (Zupan, 2017)

A background image showing two people, a child and an adult, sitting at a table and playing video games. The child is on the left, holding a light blue controller, and the adult is on the right, holding a white controller. They are both looking at a television screen in the background which displays a colorful, blocky game environment. The scene is dimly lit, with the primary light source being the TV screen.

Connecting Emotions to Decisions

- Both films and video games can evoke emotions
- Both films and video games can promote empathy
- Both films and video games can affect moral decision-making

(Zupan, 2017) (Minassian, 2018) (Common Sense, 2020)
(Jerrett, 2020) (Navarrete-Cardero, 2019) (Iten, 2018) (Njoku, 2016)

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Are Video Games or Films
a Better Medium for
Promoting the
Development of
Compassion and Morals
in Society?

Conducting In-Person Research

1. Questionnaire & Moral Decision
2. 2 hour-long film or 4 hours of video games
3. Questionnaire & Moral Decision
4. Other Medium
5. Questionnaire & Moral Decision
6. Observe



Choosing the Medium to Improve Society

- Hypothesis: video games
 - Far longer
 - More interactive
- Depends on rate and extent of participant help
- See which medium is better used to improve society



(Navarrete-Cardero, 2019)

Overview

- Expose participants to media and put them in a situation to test their morals
- Compile data to see which medium can best help society
- My hypothesis: video games



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